

SCOREKEEPER'S GUIDE

INTRODUCTION

Thank you for agreeing to serve as the scorekeeper for your daughter's team.

This guide has been created to help team scorekeepers understand the *basic* requirements of the official scorekeeper, to learn the elements of scorekeeping, and to serve as a reference/refresher during games. This guide is not intended to describe, and does not describe, all possible aspects of softball statistics and scoring.

THE ROLE AND RESPONSIBILITY OF THE OFFICIAL SCOREKEEPER

GAME PROCEDURES

When you are the official scorekeeper, you should perform the following procedures:

BEFORE THE GAME

- 1) Arrive at the field at least thirty (30) minutes before the game. Home team will go to snack bar and get the official scorecard.
- 2) Bring pencils with erasers. Every scorekeeper makes mistakes, no matter how much experience he/she has. Using a pen asks for a mess. Also, if you draw lines for hit locations, it is helpful to use a red pencil to record runs scored.
- 3) Get the appropriate scorebook from your coach for the game you are scoring
- 4) Get a line-up card from the coach of each team.
- 5) Fill in the line-up information in the next available blank pages in the scorebook. If a player arrives late, she is added to the end of the batting line-up. You may, but need not, record defensive positions if the coach lists them.
- 6) Fill in the other information about the game – home team, visiting team, game location, etc.
- 7) Find the umpire when he/she arrives. Introduce yourself and let him/her know where you will be sitting. You should sit somewhere near the backstop, between the home plate sides of the dugouts.
- 8) There is an inning/time limit for each game.
 - a) In the 8U divisions, Six (6) innings or no new inning will start after one hour and twenty minutes. b) In the 10U, 12U and 14U division, Seven (7) innings or no new inning will start after one hour and thirty minutes.
 - b) The umpire usually will tell you when he/she is starting the "clock," this is the official start time.

DURING THE GAME

During the game, the official scorekeeper is responsible for keeping an accurate record of the game and for assisting the umpire when asked. In order to do this; you must remain focused on the game.

During the Inning

- 1) Record the name/number of the girl who is pitching, as well as any new pitchers that replace previous pitchers.
- 2) Make sure you watch the whole play – do not write anything down in the scorebook until the play is over. Then, go from the batter backwards (up the column) marking each line-up position until you are caught up. A common mistake, for example, is to see a girl hit a single to left field; look down at the scorebook to mark the single, only to have something else happen on the field that you don't see.
- 3) There is a maximum of 3 runs for 8U and 4 runs for 10U, 12U and 14U that can be scored per inning. When these numbers are reached you should make sure the umpire is aware of this fact.

End of Inning

- 1) Record the runs, hits, errors and runners left on base for the half-inning just ending, at the bottom of the column for that inning. Runs are the only one of these statistics that is truly important. There is no need to record pitching statistics.
- 2) Make an "X" in the scorebox of the batter who would have batted next in the line-up. This is to remind you that you need to move over to the next column (i.e. inning) when the team comes up to bat again.
- 3) Check your watch to make sure the game time has not expired.

Mercy Rules

- 1) There is a "mercy rule" at the 10U, 12U and 14U division levels: If, at the end of five (5) complete innings (of 4½ innings if the home team is ahead), either team is leading by 10 runs or more, the game will be declared over.

AFTER THE GAME

- 1) Don't be in a hurry to leave, and don't leave until you've completed the scoring process.
- 2) Record the final score of the game on the scorecard, making sure it is clear which team won the game.
- 3) Review the final score with each coach, and ask each of them to sign the scorecard.
- 4) Return the scorecard to the snack bar.

HOW TO KEEP SCORE

THE MOST IMPORTANT BASICS

The task of "official scorekeeping" can seem a bit intimidating, but in all but very rare circumstances there are no controversial issues or circumstances that involve the official scorekeeper.

Generally, you should consider the following as the things you need to know at all times:

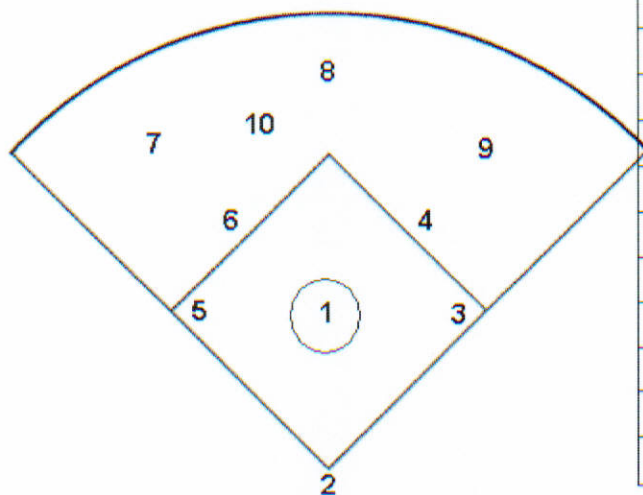
- 1) **What is the count on the batter?**
- 2) **How many outs are there?**
- 3) **What inning are we in?**
- 4) **What is the score?**

If you pay attention and know those four things at all times, and the scorebook accurately reflects those four things, there will be no issues 99% of the time.

POSITION NUMBERS

Defensive positions on a softball (and baseball) field are designated by numbers. An important part of being able to comfortably keep an official scorebook is to be very familiar with these numbers. These numbers are shown below.

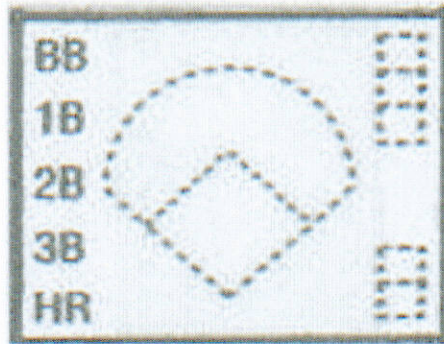
Position Numbers



1	Pitcher
2	Catcher
3	1 st Base
4	2 nd Base
5	3 rd Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field
10	Rover (4 th Outfielder)
DH	Designated Hitter

THE "SCOREBOX"

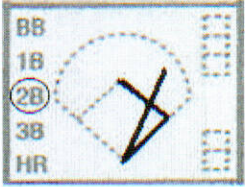
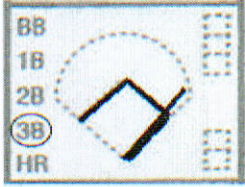
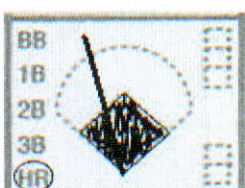
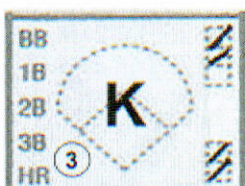
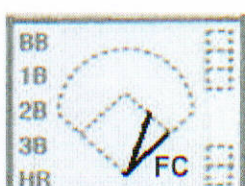
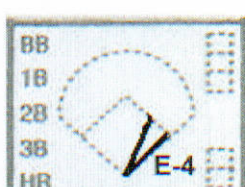
The primary element of the scorebook is what is sometimes called the "scorebox" – the box for each at-bat where the actions/progress of that player is recorded. Before going through all of the various scorebox notations. Below is an example:

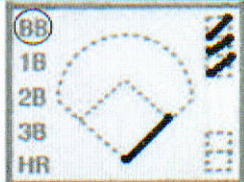
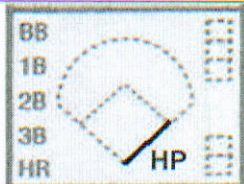
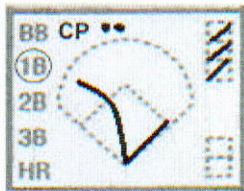
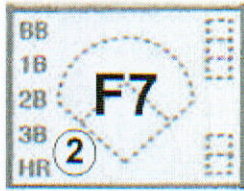
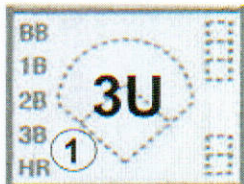
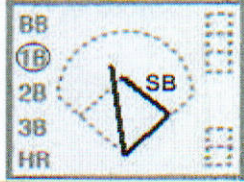


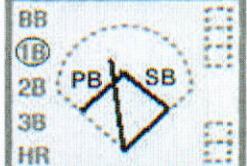
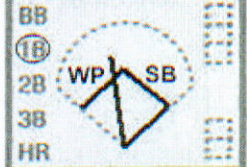
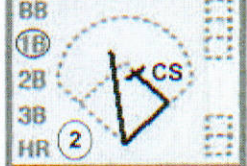
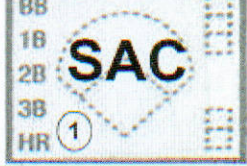
SCORING NOTATIONS

Below is a description of the most common scoring notations.

DESCRIPTION	SCOREBOX
<u>Balls and Strikes</u> Balls and strikes must be entered as they are pitched, and are recorded in the boxes provided in the scorebox (usually along the right side, but sometimes in the bottom-left corner). In the example to the right the count is three balls, one strike.	
<u>Outs</u> Any time an out is made, the player who is put out (not the player who hit the ball, if different) is marked with the out number with a circle around it. There is no defined location for the notation in most scorebooks, but the scorekeeper should use a consistent location.	
<u>Single – 1B</u> A single is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to first base safely, and advancing to first base is not the result of an error or fielder's choice (see below). A single is denoted by circling the 1B along the left side of the scorebox.	

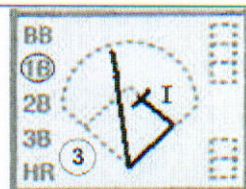
<u>Double – 2B</u> A double is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to second base safely, and advancing to second base is not the result of an error or a fielder's choice (see below). A double is denoted by circling the 2B along the left side of the scoreboard.	
<u>Triple – 3B</u> A triple is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances to third base safely, and advancing to third base is not the result of an error or a fielder's choice (see below). A triple is denoted by circling the 3B along the left side of the scoreboard.	
<u>Home Run – HR</u> A home run is awarded to the batter if she hits the ball, the fielders fail to put out the batter, the batter advances all the way around the bases, and advancing all the way around the bases is not the result of an error or a fielder's choice (see below). A home run is denoted by circling the HR along the left side of the scoreboard.	
<u>Strikeout – K</u> A strikeout is when a batter receives three strikes before hitting the ball in play or getting on base through another means. Most scorekeepers designate whether the third strike was swinging or "looking," with a backwards K designating a strikeout looking and a regular K designating a strikeout swinging.	
<u>Fielder's Choice – FC</u> A fielder's choice is recorded when the batter hits the ball and gets on base because the fielder attempted to put out another runner rather than the batter. A fielder's choice is given only if it is clear that a decision to attempt to get the <i>batter</i> would have been successful absent an error, otherwise the batter is awarded a base hit. In the example to the right the batter hit a ground ball to shortstop, who threw to another base thus allowing the batter to reach first.	
<u>Error – E</u> An error is given to a fielder whenever a runner advances to a base that she would not have reached without a mistake by a fielder. The scorekeeper determines whether an error was made, not the umpire, coaches or fans. In youth softball, a lot of consideration should be given to the age/ability level of the players before an error is given.	

<u>Base on Balls (i.e. Walks) – BB</u> Walks are recorded by circling the BB in the upper right corner of the scorebox. At the 8U level there are no walks – when a batter walks the coach pitches to the batter.	
<u>Hit-By-Pitch – HP</u> A batter who is in the batter's box and is struck by a pitch is awarded first base. A notation is made near the line drawn from home to first base. Note: At the 8U level, when a batter is hit by a pitch the count is cleared and the coach pitches to the batter.	
<u>"Coach Pitch" – (8U Level Only)</u> At the 8U level players who walk or are hit by a pitch do not take first base. They are entitled to up to three pitches from their coach. The player gets only as many strikes as they have left when they are walked, and if the batter is hit by a pitch the count is cleared. It is best to note the number of coach pitches thrown somewhere in the scorebox.	
<u>Fly Out/Pop Out/Line-Out</u> When a ball is hit in the air, and is caught in the air for an out, the out can be recorded by simply writing the position number of the player who caught the ball. For clarity, it is sometimes better to indicate a fly ball by an "F" before the position number (e.g. F7), an infield pop fly with a "P" before the position number (e.g. P4), and a line drive with an "LD" before the position number (e.g. LD6).	
<u>Ground Out</u> A ground out is written by writing the number of the position that fielded the ball, then a dash, then the position number of the player who caught the ball for the put out. The scorebox to the right shows a ground out to the third baseman (for the third out of the inning).	
<u>Unassisted – U</u> When a player makes an out by fielding a ground ball and then tagging a base, or tagging a runner, then the player has made an unassisted out. This is denoted by placing a U after the position number of the player who made the unassisted out (usually the first baseman).	
<u>Stolen Base – SB</u> A stolen base is awarded when the runner is successful at advancing a base on a pitch, and: a) there is either no passed ball or wild pitch; or b) the runner began the attempt to advance before a passed ball or wild pitch occurred.	

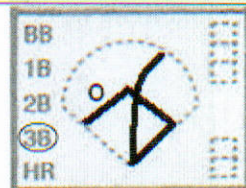
<u>Passed Ball – PB</u> A passed ball is noted when a runner advances to the next base because the catcher did not catch a pitch that she should have caught.	
<u>Wild Pitch – WP</u> A wild pitch is given when a runner advances to the next base due to a pitch that could not be easily caught by the catcher.	
<u>Caught Stealing – CS</u> When a runner attempts to steal, and is thrown out, it is denoted as caught stealing. Use this indication regardless of whether it would have been scored a stolen base, passed ball, or wild pitch had the runner been safe.	
<u>Sacrifice Bunt – SAC</u> A sacrifice bunt is noted when a batter is thrown out at first after bunting the ball, and the bunt advances one or more runners to another base.	
<u>Sacrifice Fly – SF</u> A sacrifice fly occurs when a fly ball is hit and caught for an out, and a runner on base advances and scores a run by "tagging up." The position number of the player who catches the fly ball is noted.	
<u>Infield Fly Rule – IFR (Does not apply in 8U)</u> An infield fly rule is called when there are runners on first and second, or bases loaded, with less than two outs, and the batter hits a pop fly to the infield. The umpire automatically calls the runner out, before the ball comes down, and the batter is out regardless of whether the player catches the pop fly. The position number of the player to whom the ball was hit is noted after IFR.	

Interference – I

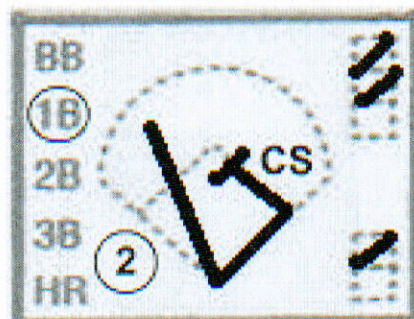
Interference occurs when a baserunner interferes with a fielder, or a ball in play hits a base runner. The base runner is out; no fielder is mentioned in the scoreboard.

**Obstruction – O**

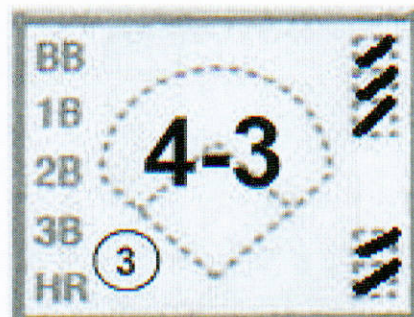
Obstruction will be called when a fielder hinders the progress of a runner. Each base awarded due to an obstruction call is denoted by an O.

**MORE DETAILED EXAMPLES**

The box below reflects a player who, with a two balls and one strike count, hit a single to left field, then was subsequently thrown out attempting to steal second base (i.e. caught stealing), for the second out of the inning.



The box below reflects a player who, with a three balls and two strike count, hit a ground ball to second base (i.e. 4) who fielded the ball and threw to first base (i.e. 3) for the third out of the inning.



The box below reflects a player who walked on four pitches, stole second base, went to third base on a passed ball, then was thrown out at home, for the second out of the inning, when a batter hit a ground ball to the shortstop.

A COMPLETE INNING

The chart below shows an entire half-inning, where seven girls came to bat, and how the scoreboxes would look at the end of the inning.

DESCRIPTION	#	SCOREBOXES
First Batter: The batter walks on five pitches.	1	
Second Batter: - With a one-and-one count, the runner on first base steals second. - With a three-and-two count, the batter hits a double to right-center field, scoring the runner from second base.	2	
Third Batter: - With a three-and-one count, the batter looks at strike two and the second batter is caught attempting to steal third base. - The third batter then strikes out, swinging.	3	
Fourth Batter On the first pitch of the at-bat, the batter hits a triple down the left field line.	4	
Fifth Batter With a two-and-two count, the batter hits a ground ball to shortstop, and the shortstop makes an errant throw over the first baseman's head, allowing the batter to go to second base and the runner to score from third.	5	
Sixth Batter With a three-and-one count, the batter hits a "bloop" single to center field, moving the runner on second base to third base.	6	
Seventh Batter With a one-and-one count the batter grounds out to the first baseman. (Note: no run is recorded for the runner on third base [player #5], even if she crosses home plate before the third out is made, because the third out was a force out).	7	
TOTALS: 2 Runs 3 Hits 1 Error 2 Left-on-Base	8	